	Coding	E-Safety	Digital Literacy	Multimedia and Technology
Reception		Project Evolve	<ul> <li>I can select objects         (e.g. on IWB)</li> <li>I can recognise         technology at home         and school</li> </ul>	I can take photos
Year 1	Bee Bots/ Espresso  Learn that programs execute by following clear instructions.  Understand that programs respond to inputs to do different things.  Learn to combine start and input events to create more advanced apps and programs using precise instructions	Project Evolve	<ul> <li>I can use a mouse</li> <li>I can turn on and shut down a device</li> <li>I can save my work</li> <li>I can open applications, programmes and tabs.</li> </ul>	I can use simple apps inc touch screen.
Year 2	Espresso  Learn that programs respond to different sorts of inputs, and	Project Evolve     Self Image & Identity     Online Relationships     Online Reputation	<ul> <li>I can drag objects</li> <li>I can use the keys on a keyboard to type and perform</li> </ul>	I can use word processing programmes(Google Docs or Word)

	that the keyboard can be used to control objects on screen, not just by clicking them directly.  Learn that one object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make a lorry move	<ul> <li>Online Bullying</li> <li>Health, Wellbeing and Lifestyle</li> <li>Privacy and Security</li> </ul>	other functions  I can create shapes and images.  I can print my work.	
Year 3	Espresso  Learn to make things happen in a sequence, creating simple animations and simulations.  Learn to code with 'if statements', which select different pieces of code to execute depending on what happens to other objects.	Project Evolve	<ul> <li>I can change font and text size, alignment and use bullet points</li> <li>I can use copy and paste to select areas of text</li> <li>I can identify trustworthy websites</li> <li>I can use a password to access resources.</li> </ul>	I can record a video I can use stop motion animation
Year 4	Espresso  Learn how computers use variables to count things and keep track of what is going on, then create simple games which use a score variable.	Project Evolve	<ul> <li>I can use word processing design elements (e.g. borders, inserting images)</li> <li>I can safely search the internet</li> </ul>	I can use Powerpoint/ Slides I can use Alternate Reality apps

	Learn how computers use repetition and loops to do things over and over again (and again!).	Copyright and Ownership		
Year 5	Espresso  Learn how computers use numbers to represent things such as how fast things are moving, and where they are.  Learn how computers can generate random numbers and how these can be used in simulations.	Project Evolve	<ul> <li>I can copy text and images from another source</li> <li>I can add data to a spreadsheet</li> </ul>	I can use spreadsheets (Excel/ Sheets)
Year 6	Espresso  Learn to use variables in more complex ways, and to manipulate inputs to create useful outputs.  Learn more about how computers use property values and parameters to store information about objects.	Project Evolve	<ul> <li>I show an awareness of the school network and use this to collaborate (school network or cloud)</li> <li>I can use a formula on spreadsheet</li> </ul>	I can use video editing software (e.g iMovie)  I understand how Social Media works

Project Evolve Resources: <a href="https://projectevolve.co.uk/toolkit/resources/years/">https://projectevolve.co.uk/toolkit/resources/years/</a>

Espresso: <a href="https://www.discoveryeducation.co.uk/what-we-offer/discovery-education-coding">https://www.discoveryeducation.co.uk/what-we-offer/discovery-education-coding</a>